

LEAFLET

ON-FIELD™ FOOTBALL

BARRY McGuigan WORLD CHAMPIONSHIP BOXING

STAR LEAGUE™ BASEBALL

GREAT AMERICAN CROSS-COUNTRY

ROAD RACE™

DECATHLON

COMMODORE 64/128 Cassette

ON-FIELD™ FOOTBALL

Featuring Player Perspective Graphics™



- For one or two players
- Choose your starting quarterback, wide receiver and tight end to fine-tune your offensive strategy — even bring in substitutes.
- Play solitaire against an awesome computer team or human opponent — "floating intelligence" lets the computer vary its play with yours.
- Wide open 4-on-4 action captures the essence of football so you can use the same strategies you use in real life.
- Call your own plays from multiple formations for an endless variety of play possibilities — optional laterals, long bombs, screen passes, even fumbles.
- Player Perspective Graphics™ create "on-field" realism you can feel — you're in the middle of the action, not in the pressbox.
- Real stadium atmosphere including music, crowd cheers, and more.
- Use with (1) or (2) joystick controllers.

OFFICIAL PLAYBOOK

Created by
JOHN FITZPATRICK
and
JOHN ORR
Original Music by
HUMM

LOADING THE GAME

1. Make sure your computer is OFF, the cartridge is EMPTY, and your cassette player is properly connected.
2. Turn your computer's power switch ON. Place the game tape into your cassette player, close the door and rewind to the beginning.
3. Type **LOAD"FOOTBALL"1,1** and press the **RETURN** key. Press the **PLAY** button on your cassette. When the computer responds **FOUND FOOTBALL**, press the **COMMODORE LOGO** key. The game will load in several minutes.

WELCOME TO GAMESTAR STADIUM

Congratulations! You've just purchased the most exciting and innovative football game ever created for the home screen.

You'll experience the *fun* of real football as you challenge an awesome computer opponent or human player. The accent here is on realism and playability.

So before you grab your helmet, please read this official playbook to get the most out of your game. If you beat the computer you'll be eligible to join the "ON-FIELDERS"!

Good luck and have fun!

THE SCOUTING REPORT

You get to choose your starting offense (quarterback, wide receiver and tight end) in On-Field™ Football. Here's the latest scouting report.

QUARTERBACKS

"Pinpoint" Pepper

Great passing accuracy and stamina
Not very mobile

"Scrambles" Smith

Good passing accuracy and stamina
Very good mobility

WIDE RECEIVERS

"Hands" Hannah

Great hands; good speed
Runs good pass routes

"Legs" Lancer

Good hands; great speed
(If he gets behind you, forget it)
Runs great pass routes

TIGHT ENDS

"Agile" Atkins

Good run blocker
Good speed
Runs very good pass routes
Good hands

"Trap" Timmeman

Great run blocker
Runs good pass routes
Decent speed
Good hands

PREGAME WARM-UPS

F3 = 15 Minute
F5 = 1 Player
F7 = Next Menu

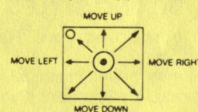
1. Plug a joystick controller firmly into PORT 1 on the side of the computer console if you are playing solo. Plug a second controller into PORT 2 if two are playing. Hold the joystick with the red button in the upper left corner, towards the TV screen.
 2. Press the F3 key on the computer console to choose between 15 MINUTE (regulation) or 5 MINUTE (short) quarters.
 3. Press the F5 key to select between a 1 PLAYER, 2 PLAYER or DEMO game.
 4. Press the F7 key to go to the NEXT MENU to choose your starting offense.
- F3 HOME PINPOINT-HANDS**
F5 VSTR SCRAMBLES-LEGS
F7 KICKOFF TRAP
5. The HOME team uses the F3 key to choose its starting offense; the VISITOR team uses the F5 key to select its starting offense.
 6. Both teams can have the same combinations if you choose. When playing solo against the computer, the scoreboard will read COMP in PLACE of HOME.
 7. When both teams have made their selections, press the F7 key to KICKOFF!
 8. To PAUSE/RESUME a game, press the F1 and F3 keys simultaneously; to RESTART a game, press the F3 and F5 keys simultaneously any time the PLAYFIELD screen is up.

THE BIG GAME

As in real football, your goal in ON-FIELD™ FOOTBALL is to outscore your opponent with touchdowns, field goals, and safeties.

THE KICKOFF

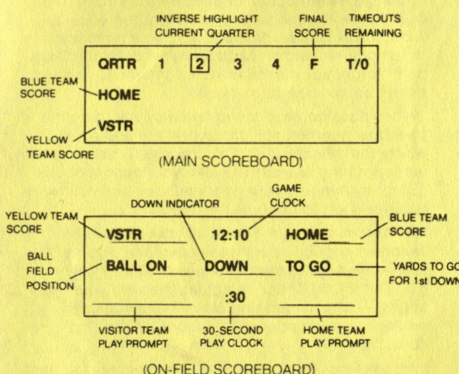
1. The start of the game and second half begin with a kickoff. The HOME team (blue) kicks off to begin the game; the VISITOR team (yellow) kicks off to start the second half.
2. To kick off, press the RED BUTTON on the joystick controller after both teams have lined up. The ball will travel 55-70 yards upfield and be caught automatically by an opposing player. This player will change color to GRAY indicating BALL POSSESSION.
3. Use the joystick to move the BALL CARRIER downfield, towards your opponent's goal.



4. The first defensive player to appear on screen after the ball is caught is the FREE SAFETY. Use the joystick to move him to tackle (collide with) the BALL CARRIER.
5. The play is over when the BALL CARRIER is tackled (by colliding with any defensive player) or runs out-of-bounds. The game clock will stop and both teams will huddle, awaiting play inputs from their respective players. The MAIN scoreboard will appear briefly to remind you that there's been a change of possession.

6. The OFFENSE (team in possession of the ball) always moves UP, towards the top of the TV screen.
7. NOTE: If the kickoff travels into the end zone, the play is a TOUCHBACK and the ball is spotted on the 20-yard line.

THE SCOREBOARDS



1. **QUARTERS** — there are (4) quarters per game, (2) quarters per half.
2. **DOWNS** — the offense gets (4) chances to advance 10 yards to make a first down or score.
3. **TO GO** — indicates yards needed to make a first down.
4. **TIME OUTS** — each team gets (3) time outs per half. See SPECIAL FEATURES section for details.
5. **30-SECOND PLAY CLOCK** — the offense gets 30-seconds to call a play and hike the ball once the players huddle. If you take too long, you'll be assessed a 5-yard DELAY OF GAME penalty.
6. **GAME CLOCK** — indicates time remaining in quarter. The clock stops after changes of possession, scores, out-of-bounds runs, incomplete passes, penalties and time-outs.
7. **PLAY PROMPTS** — both teams will be prompted as they call their plays. Messages indicating touchdowns, extra points, penalties, field goals, safeties, interceptions and fumbles will also be shown here.
8. **MAIN SCOREBOARD** — appears between quarters and after changes of ball possession.
9. **PAUSE/TIMEOUT SCREEN** — appears when either player pauses the game and/or calls a timeout.

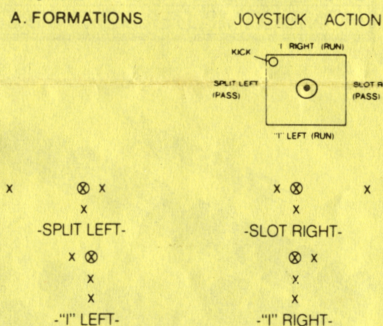
OFFENSIVE PLAY CALLING

1. After your team huddles, you will be prompted by the ON-FIELD scoreboard to choose a FORMATION (offensive set) and select PASS PATTERNS for your receivers and/or halfback. After each input, you will hear a "beep" and the prompt will change. Your team will move to the line of scrimmage after your last input or 3-seconds, whichever is longer. Keep an eye on the 30-second clock — you must call your play and hike the ball within 30 seconds to avoid a delay-of-game penalty!

TE = TIGHT END
WR = WIDE RECEIVER
QB = QUARTERBACK
HB = HALFBACK
C = CENTER

2. PROMPT

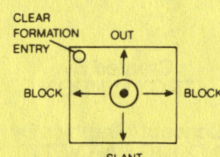
A. FORMATIONS



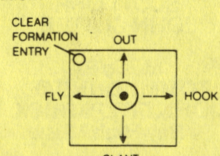
You will now be prompted to call your play, depending on the FORMATION you choose; run, pass, or kick.

B. TIGHT END

If you choose an "I" formation:



If you choose a Slot Right or Split Left formation:

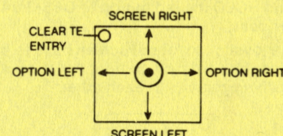


If you choose the Kick formation:

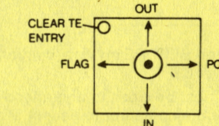


C. WR/HB

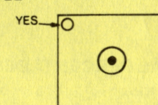
If you choose an "I" formation:



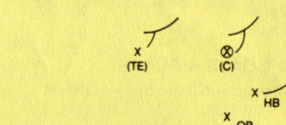
If you choose a Slot Right or Split Left formation:



D. AUDIBLE



3. If you choose a FAKE KICK, the tight end (TE) will BLOCK, and the halfback (HB) will run a SCREEN RIGHT pattern. You must pass or run the ball.



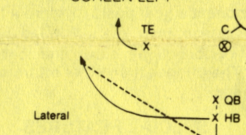
4. The offense must "set" for 2-seconds when it gets to the line of scrimmage. To hike the ball, press the RED BUTTON on the joystick controller. The QUARTERBACK (QB) will automatically catch the hike and change color to gray, indicating ball possession. Use the joystick to move the QB upfield, pass or lateral.

5. Sometimes when the BALL CARRIER is tackled, a FUMBLE will occur. The on-field scoreboard will appear with a FUMBLE message flashing and the tackled ball carrier will change color from gray to his team color. The first player (offense or defense) to PRESS his/her RED BUTTON on the controller will recover the ball at the point of the fumble. If the offense recovers the fumble, play continues with the next down; if the defense recovers the fumble, there is a change of possession and play continues with a first down.

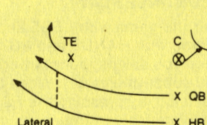
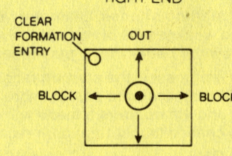
6. The CLEAR ENTRY and AUDIBLE functions allow you to clear the previous entry in case you change your mind or accidentally make the wrong entry.

RUNNING PLAYS

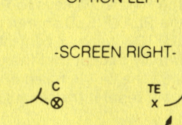
-SCREEN LEFT-



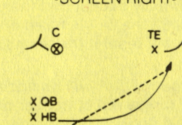
TIGHT END



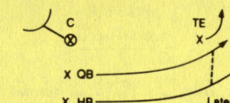
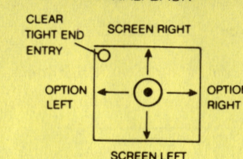
-OPTION LEFT-



-SCREEN RIGHT-



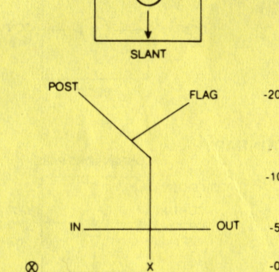
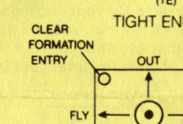
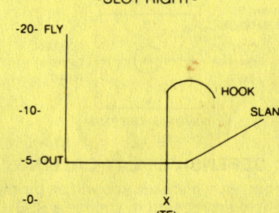
HALFBACK



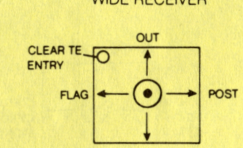
-OPTION RIGHT-

PASSING PLAYS

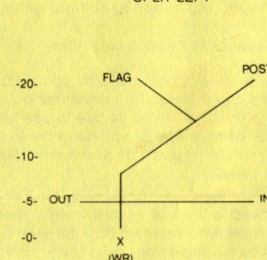
-SLOT RIGHT-



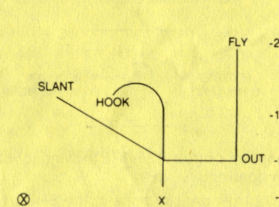
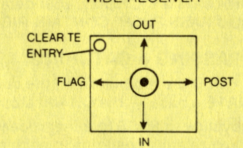
WIDE RECEIVER



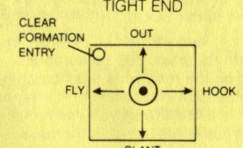
-SPLIT LEFT-



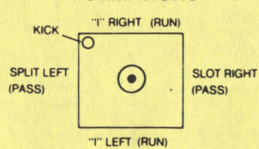
WIDE RECEIVER



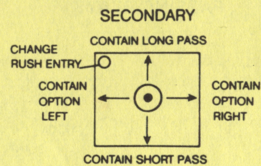
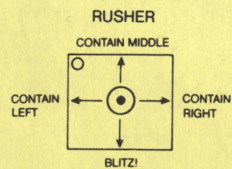
TIGHT END



FORMATIONS



DEFENSIVE PLAYS

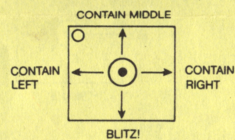


DEFENSIVE PLAY CALLING

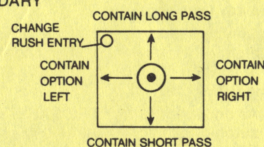
- After your team huddles, you will be prompted by the on-field scoreboard to choose a RUSH and select PASS COVERAGE for your secondary (cornerbacks). After each input, you will hear a "tone" and the prompt will change. Your team will move to the line of scrimmage after your last input.

- PROMPT

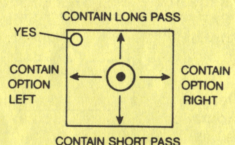
A. RUSH



- SECONDARY



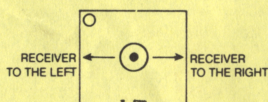
- AUDIBLE



- Press and HOLD red button to audible within 1-second
- Move the joystick to change secondary coverage.
- You may now have full control over your FREE SAFETY and can position him *anywhere* on the field prior to the hike. If you decide to use him to blitz the QB, be careful that you don't cross the line of scrimmage or you'll be assessed a 5-yard OFFSIDES penalty!
- If you haven't called your defense by the time the offense moves to the line of scrimmage, your defense will be auto-selected BLITZ and/or SHORT PASS. You can audible your secondary coverage before the hike.
- If the offense calls a KICK play, your defense is auto-selected PASS RUSH; CONTAIN RIGHT.

PASSING & CATCHING

- Press and HOLD the red button on the controller to DESIGNATE a pass — the QB will stop running.
- Move the joystick to PASS to either receiver, based on their relative positions to each other.

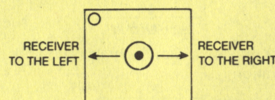


- Release red button BEFORE moving joystick to regain control over QB.
- QB will throw pass to zone at the END of the receiver's pass pattern — accuracy of the pass is dependent on QB's passing strength as summarized in the SCOUTING REPORT.
- If receiver collides with BALL near the end of his pass pattern the pass may be complete, depending on the receiver's pass catching strength. You gain control over receiver as soon as the ball is PASSED, so you can move him to the ball if the pass is off-target. If the pass is caught, the receiver will change color to gray, indicating ball possession. Use the joystick to move him upfield.
- QB cannot pass if he runs past the line of scrimmage.

- Either CORNERBACK (CB) or the FREE SAFETY (FS) can intercept a pass by colliding with the ball in front of the receiver. If a pass is intercepted, use the joystick to move the ball carrier downfield.

LATERALS & SCREEN PASSES

- Move your QB in the SAME direction and slightly AHEAD of your halfback to LATERAL; move your QB STRAIGHT BACK to SCREEN PASS effectively.
- Press and HOLD the red button to DESIGNATE a lateral or pass.
- Move the joystick to lateral/screen pass to halfback or forward pass to tight end, based on their relative positions to each other.



- Release red button BEFORE moving joystick to regain control over QB.
- NOTE: Your QB must be close to and ahead of your halfback for the computer to accept a LATERAL joystick input.

FIELD GOAL PERCENTAGES

Distance of Kick	% Good
1-9 Yards	95
10-19 Yards	90
20-29 Yards	85
30-39 Yards	70
40-49 Yards	50
50-55 Yards	30
56+ Yards	0

FIELD GOALS & PUNTS

- Press the red button to HIKE the ball — QB will automatically kick the ball.
- Use SHORT punts to trap your opponent deep near his/her goal; use LONG punts to get the ball away from your goal.
- Only try field goals when the odds for success are high — if you miss, the ball changes possession at the line of scrimmage or 20-yard line, whichever is GREATER.
- As on kickoffs, the FREE SAFETY will automatically catch punts unless the play is a TOUCHBACK. Use the joystick to move him downfield after he catches the punt.
- If the offense chooses a FAKE KICK, the FREE SAFETY will quickly come back into play from his upfield (off screen) position once the ball is hiked.

EXTRA POINTS

After a touchdown is made, both teams will automatically line up for the extra point kick. Hike the ball as usual — the QB will automatically kick the ball to attempt the extra point.

SCORING

- TOUCHDOWN (6 POINTS): run or catch the ball over your opponent's goal line to score a touchdown.
- EXTRA POINT (1 POINT): kick the ball through your opponent's goal posts after scoring a touchdown.
- FIELD GOAL (3 POINTS): kick the ball through your opponent's goal posts to score a field goal.
- SAFETY (2 POINTS): if the ball carrier is tackled or runs out-of-bounds in his own end zone, a safety results. The offense then kicks off from its own 20-yard line.

SPECIAL FEATURES

- Play solo against a high scoring, thinking computer team or human opponent. The computer team is awesome — you'll need to do everything right to beat it.
- Choose your starting offense. Learn the relative strengths and weaknesses of each player; the more you know the better they'll play together.
- As the game progresses, the starting receivers "tire" and will drop accurate passes more often. Between 3rd and 4th quarters a menu will come up for you to change (substitute) *both* receivers:

F3	HOME	NO CHANGE
F5	VISITOR	CHANGE BOTH
F7	CONTINUE PLAY	

Thus, if you start the game with LEGS and TRAP, you'll end the game with HANDS and AGILE. Keep this in mind when you select your starting offense and whether you substitute or not. When both teams have made a decision (by pressing the F3 and F5 keys), press the F7 key to continue play.

- Each team gets (3) TIME-OUTS per half. To call a time-out, press the F1 and F3 keys to PAUSE the game any time the PLAYFIELD screen is up. Then press the RED BUTTON on your controller. Play will continue normally except that the game clock will not restart until the ball is hiked and the 30-second clock will reset if the teams are in a huddle.

If you PAUSE a game, play will be frozen until you call a TIME-OUT (press red button) or press the F1 and F3 keys again (to RESUME the game).

TIPS FOR STARTERS

"The key to victory in ON-FIELD™ FOOTBALL is proper execution. So before playing a real game, watch the DEMO mode to get a feel for the strategy and timing of the game.

"On offense, be sure to mix up running and passing plays to keep your opponent guessing. When running, use the option laterals on the strong (tight end) side and weak side. On sweeps, run your QB wide, towards the sideline to give your halfback time to run up-field and block the nearest defender. And, don't forget you can send your tight end for a short pass from running formations.

"When passing, read the defense by watching the free safety/cornerback pass coverage and pass where the defense isn't. Flood zones by sending *both* receivers long or short to catch your opponent off-guard; try sending your tight end long and your wide receiver short to confuse the free safety.

"On defense, be sure to use all your rush and secondary options during the course of a game to take advantage of the strategies built into ON-FIELD™ FOOTBALL. Be aggressive with your free safety — blitz on passing plays; hang back and anticipate your opponent's actions on running downs.

"It'll take more than luck or a few trick plays to beat the computer teams, so develop a game plan. Use the various offensive players to take advantage of your particular abilities. Think about the scouting reports and how each players' strengths and weaknesses affect your strategy. Remember, if you send your receivers out long every play they will tire quickly, especially Legs. Finally, don't be surprised if the computer keeps coming back when you get ahead; 'floating intelligence' lets it vary its skill with yours without cheating.

"We've created ON-FIELD™ FOOTBALL for rookies and pros alike to capture the essence of real football. So have fun with it and keep in touch..."

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ACTIVISION
HOME COMPUTER SOFTWARE

GAMESTAR
BARRY McGUIGAN
WORLD
CHAMPIONSHIP
BOXING

Created By
TROY LYNDON

Concept/Graphics By
DOUG BARNETT

Produced By
SCOTT ORR
JOHN CUTTER

Music By
TOMMY DUNBAR
JOHN FITZPATRICK
© Bay High Music

WELCOME TO THE WORLD CHAMPIONSHIP

Congratulations. You've been invited to participate in the challenge of Barry McGuigan's World Championship Boxing. Raw, iron-twisting strength is definitely an asset, but for a shot at the title you'll need more than that... like strategy, finesse, lightning fast reflexes and a mental toughness that most games are afraid to require. Before you grab your gloves please read this official programme. We'll explain some of the finer points and strategies of the game, teach you to become an effective puncher, and introduce you to the World Championship circuit.

LOADING THE GAME

Cassette

- Connect your Commodore 64, TV/Monitor and cassette as per the manufacturer's instructions. Please make sure that all peripheral equipment such as disk drives and printers are disconnected.
- Your TV screen will now display the prompt — "READY."
- Place the cassette tape in the recorder with the label uppermost and rewind to the beginning.
- To load, press down the SHIFT key. Without releasing the SHIFT, press the RUN/STOP key. Release the RUN/STOP key and then the SHIFT.
- Your TV will read — "Press play on tape." Do so.
- The screen will now go blank while the game is loading, a process that takes several minutes.

THE WORLD CHAMPIONSHIP CIRCUIT

"The air was electric when the two boxers climbed into the ring. But by the time the bell sounded the end of the sixth round, the electricity was gone and a startled hush had fallen over the crowd. Sonny Robinson, the seemingly undefeatable world champion, was falling prey to an unknown Irish powerhouse named Barry McGuigan. The challenger established his intentions early in the fight. Late in the third Robinson released a left hook that would have knocked out most men. He stood a second, waiting for the tough Irishman to fall to the canvas. Instead, McGuigan came back with a powerful body shot that drove Robinson against the ropes. The champ was stunned. His right crosses didn't seem to slow the Irish attack and his vaunted left jab simply could not keep the aggressive McGuigan at bay. By the end of the seventh round it was clear that Robinson would have to unload his best punches and win by a knockout or not at all. But the effort just tired the champ and with 32 seconds left in the ninth round the powerful Irishman unleashed an explosive uppercut that sent Robinson down for the count."

ACTIVISION GAZETTE, August 5, 1985

Truly an historic day in computer sports. You're probably quite anxious for a shot at Barry and the title, but so are the other boxers on the circuit. Here are some names to keep an eye on as you move up the ranks:

Sonny Robinson; the number one contender is a flamboyant fighter with a dangerous left jab. He's been training heavily for a rematch with McGuigan, so he won't be easy to beat.

Thunder Thompson; a newcomer to the circuit. He picked up an easy gold in the Star Rank Games and joined the pro ranks with the medal still swinging around his neck. A tough fighter to hurt.

Lucky Lou Lyndon; another newcomer to the circuit who has such tremendous strength that most of Lucky Lou's opponents are still nursing their bruises from their fight with him. Supporters say he has flawless style and execution.

Flash Fenwick; an extremely quick fighter. Likes to put the "magic" on his opponents. (Definite proof that the hand is quicker than the eye.)

Bashin' Bill Snow; a powerful fighter with many years of experience in the ring. Weakens other fighters with his incredible body blows.

BoomBoom Barnett; another powerhouse with a wicked right cross. BoomBoom is an imaginative fighter who often outwits better boxers — quite unusual for a powerhouse.

BOXING STYLES

Dancer; likes to "stick and move." Rarely goes inside.

Boxer; sometimes moves inside, but prefers to keep his distance. An excellent style if you like to flurry.

Mixed; very unpredictable. Hard for your opponents to "read."

Sluggo; no-nonsense style. Doesn't tire quite as easily because he doesn't do much dancing. Goes inside often.

Bulldog; likes to slug it out toe-to-toe. Can sometimes trap a dancer against the ropes.

GETTING STARTED

- Plug a joystick controller firmly into PORT 1 on the right side of the computer console. Plug a second joystick into PORT 2 if two are playing. Hold the joystick with the red button in the upper left corner, towards the TV screen.

- Push the joystick up and down to move the boxing gloves to select a ONE PLAYER or TWO PLAYER game. Press the RED FIRE BUTTON to confirm your choice.

Two Player Game

Choosing the TWO PLAYER game takes you straight to the CIRCUIT STATUS menu. Here the players each select a fighter. Player one goes first, using a joystick to point to any of the 18 circuit boxers or World Champ. Press the FIRE BUTTON to confirm your choices. When player two is finished you're ready to see a PROFILE of your two fighters.

One Player Game

- If you choose a ONE PLAYER game, you'll go to this screen:



Pushing the fire button will GET a boxer you created earlier. All the boxer's statistics, including his earnings, record and RANK, are saved in memory as long as the computer is left ON.

- Choosing the NEW BOXER option will ERASE any boxers you came up with earlier and allow you to CREATE a new boxer.

- First you use the keyboard to type in the letters and the DELETE key to erase any mistakes. Press RETURN when you are finished.

- Now you'll be prompted with the NEW BOXER FEATURES screen. Use the joystick to point to the different features. Push the fire button to step through available choices. When you're happy with your boxer point to CONTINUE and push the button to go on.

- When you create a new boxer you are allowed to choose his starting rank. If you select NEW PRO you will start at the bottom of the ladder (rank number 19). If you think you've got what it takes choose CONTENDER. (rank number 10).

- This is your fighter's PROFILE screen. When you've analyzed the information press your fire button to continue.

- Next is the CIRCUIT STATUS screen. You can select the two fighters ranked immediately in front of you or the fighter ranked just below you. Fighting "two ahead" is a quicker way to the top, but it's more dangerous. Move the gloves to your selection and push the fire button.

- This is your OPPONENT's PROFILE screen. Study your adversary closely. If you change your mind move the gloves to REFUSE and push the button. If you ACCEPT the challenge push the fire button to send your boxer to TRAINING CAMP.

RINGSIDE

As in real boxing, your goal in Barry McGuigan's World Championship Boxing is to outscore or knock out your opponent in 10 or 12 round bouts. Each round is 3 "minutes" in length.

TRAINING CAMP

Training camp is the most important part of the game next to actually being in the ring. But before you train your fighter, study his attributes* and notice how they can affect the outcome of each fight:

Endurance

* weak * erratic * average * tough * mighty
Endurance is the key to knockdowns. When it's less than ten a knockdown will occur within the next few punches. Because of the THREE KNOCKDOWN RULE, if your fighter winds up kissin' canvas three times in the same round the fight is over. (That's called a TECHNICAL KNOCKOUT.) Endurance goes down when you are hit *and* when you miss! The scoreboard above the ring constantly displays both fighters' endurance register. Watch these numbers carefully! ENDurance is indicated in the corners of the fight screen.

Stamina

* sluggish * slow * average * quick * lightning
The "toughness" register. Stamina may be thought of as a percentage. When a boxer rests between rounds he gets back a percentage of the endurance he lost in the previous round. Also, when a boxer is knocked down (endurance is less than ten) his chances of getting back up are related to his stamina. If his stamina is very high he will always get up but the lower it gets the better chance he will be knocked out. Stamina goes down every time you are hit.

Strength

* feeble * weak * average * strong * awesome
This register reflects your fighter's power. A strong fighter's punches will do more damage. Every punch you throw — hit or miss — will drain your strength register.

Agility

* poor * average * good * massive
Agility is the key to your boxer's punching speed. It too goes down with every punch.

You've chosen an opponent, studied his strengths and weaknesses, planned your strategy and now you have from 6-12 weeks to train for the big fight. There are five areas in which you can allocate your

time. You don't have to spread your time between the five areas. You can capitalize on one of your strengths or compensate for one of your weaknesses. The choice is up to you! Here are the five training areas and the effects they have on your status registers:

Road Work; hitting the road has a tremendous impact on your endurance and helps build strength and agility.

Light Bag; the light bag is an agility builder. It also helps produce stamina.

Weights; pumping iron is a strength-builder. A few weeks of hard work and you'll be amazed.

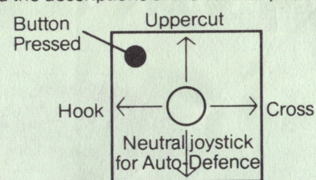
Spar Time; practice in the ring will build all your registers but is especially good at boosting your stamina.

Heavy Bag; punching the heavy bag is great for your strength but it's also helpful in "toning" your stamina and endurance.

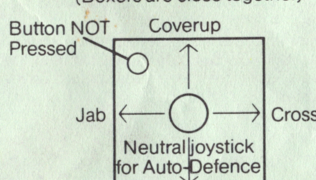
To train your boxer simply move the glove to an area and press the joystick button. Every time you push the button another week will be allocated to that area. You can move to any area and devote up to 9 weeks as long as you don't exceed the total number of weeks left until the fight. When you are finished move the glove to CONTINUE and press the button.

FIGHT TIME

To be successful in the ring you'll have to become an effective puncher. Some punches are only effective INSIDE while others are only effective when the boxers are OUTSIDE. Most important is being in the right range. Study the following chart and the descriptions of the various punches:



Punches that are only effective INSIDE (Boxers are close together)



Punches that are only effective OUTSIDE (Boxers are farther apart)

OFFENCE

Jab; the jab is an efficient point-scorer, a quick punch that doesn't do a lot of damage but isn't very tiring when you miss either.

Hook; the hook is slightly more damaging than the jab. It too is a quick punch and is good for scoring points without tiring the boxer unnecessarily.

Uppercut; the uppercut is an explosive punch from the INSIDE. It's moderately tiring and is a good knockout punch.

Cross; the cross is an explosive punch INSIDE and OUTSIDE. Crosses hit with tremendous impact but are also extremely tiring. Use them cautiously.

Head shots-Jab, Hook, Uppercut and Cross-will always connect unless blocked by coverup or because the punches were not delivered from the right range.

Body Shots; the body punch is a power punch. It drains an opponent's endurance and his strength. Like the cross, it too is very tiring.

DEFENCE

Coverup; the coverup wards off all blows to the head. Your boxer WILL NOT move while he is covering up, so if you want to move you'll have to release the joystick and go to AUTO-DEFENCE.

Auto-Defence; leaving the joystick in the neutral position will cause your fighter to go to AUTO-DEFENCE. This is an effective defence against the body shot.

SPECIAL FEATURES

1. Barry McGuigan's World Championship Boxing is unique in that it focuses on the art of the sport. Style, training and strategy are emphasized over slugging ability.
2. Grab your gloves and take on 19 different circuit boxers, including the Champion himself, Barry McGuigan...personalized artificial intelligence makes each boxer uncannily lifelike.
3. Create your own boxer...choose race, style, look and image.
4. Take your boxer to training camp to fine-tune his skills...light bag, heavy bag, road work, and more.

5. Incredibly realistic animation, including a full arsenal of punches, defensive moves and footwork.
6. Realistic ringside atmosphere...from the cheering crowd to the "thud" of a solid body shot. Plus, a specially composed musical score that captures the excitement of the game.

TIPS FOR STARS

We wanted this section of the manual to cover most of the strategic possibilities in the game. We soon realized that it would take another manual twice as long as this one to do that! Just like in real boxing, there isn't a "best way" to win. Your overall fight strategy has to be based on your opponent, and it's sometimes necessary to change strategies mid-bout. Here are some things to keep in mind:

1. So far we've discovered two good "overall" strategies. You can try to win the fight by hurting your opponent to the point of knockout. Or you can throw lots of jabs and hooks (which aren't tiring) and try to win by points. This strategy requires that you have an excellent defence or you won't make it to the end of the fight.
2. Notice the way your opponents throw punches. Some fighters throw more when they're INSIDE. Some hit more when they are OUTSIDE. You should be able to use this pattern to your best advantage.
3. A good defensive strategy if you are INSIDE and in COVERUP is to push your button. Your boxer will throw an uppercut and go right back to COVERUP.
4. Use the jab as a distance gauge. If you're sure the fighters are in range but aren't sure that they are INSIDE throw a jab. If it misses (and it wasn't blocked) you need to push the joystick button because the boxers are definitely INSIDE.
5. If you see your opponent has a lot of STAMINA you'll have to hit him with crosses and body shots to bring it down.
6. Remember, points are scored every time you hit the other boxer. Often, the boxer who punches more hits more; so he scores more points. But he may also miss more and even get knocked out, so be careful because a KNOCKOUT always wins over points.

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53 STAR LEAGUE™ BASEBALL



WE BRING SPORTS ALIVE.

- For one or two players
- Choose your starting team and pitcher.
- Bring in a knuckleball throwing reliever when your starter "tires".
- Play solitaire against a hard hitting computer team or human opponent — take batting practice against the legendary "Heat Muldoon".
- Two realistic screens for enhanced play.
- Incredibly lifelike animation, from the wind-up of the pitcher to the arc (and shadow) of a fly ball.
- Totally involving sounds, from the crack of the bat and cheer of the crowd to the music of the 7th inning stretch.
- Use with (1) or (2) joystick controllers.

OFFICIAL SOUVENIR PROGRAM

Created by
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JOHN FITZPATRICK
and
PROGRAMMERS 3

Special Thanks to
DAVID CHAN and HUMM

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LOADING THE GAME CASSETTE

1. Make sure your computer is OFF, the cartridge slot is EMPTY, and your cassette player is properly connected.
2. Turn your computer's power switch ON. Place the game tape into your cassette player, close the door and rewind to the beginning.
3. Type **LOAD"BASEBALL",1,1** and press the **RETURN** key. Press the **PLAY** button on your cassette. When the computer responds **FOUND BASEBALL**, press the **COMMODORE LOGO** key. The game will load in several minutes.

COMMODORE FUNCTION

F3
F5
F7

1. Press the F3 key on your Commodore for OPTION functions.
2. Press the F5 key on your Commodore for SELECT functions.
3. Press the F7 key for START functions.

WELCOME TO GAMESTAR STADIUM

Congratulations. You're in the middle of a tight pennant race and momentum is on your side. But everyone's out to beat you, especially the hard-hitting computer team.

So if you want to win the pennant, please read this official program. With the right combination of pitching, hitting and strategy, you may even become a Star Leaguer! Have fun.

THE SCOUTING REPORT

You get to choose your starting pitcher in Star League Baseball, as well as bring in a reliever. Here's the latest scouting report:

"HEAT" MULDOON

Overwhelming fast ball.
Good screwball and slider.
Tendency to miss the strike zone when he goes for the corners.
Tires quickly if fast ball used too often.

"CURVES" CASSIDY

Great curve ball and incredible sinker.
Excellent control and good stamina.
Clearly the most balanced pitcher in the league.

"KNUCKLES" FLANAGAN

"Liveliest" knuckleball this side of the rockies.
Good control and stamina.
Only used for short-term relief work.

PRE-GAME CEREMONIES

OPTION	GAME
SELECT	1 PLAYER
START	NEXT MENU

1. Press the **OPTION** key on the computer console to choose between playing a GAME or taking **BATTING PRACTICE**.
2. Press the **SELECT** key to select between a 1 PLAYER or 2 PLAYER game.
3. Press **START** key to go to the **NEXT MENU** or **PLAY BALL** when you choose the **BATTING PRACTICE** option. If you take **BATTING PRACTICE**, you will face "Heat" Muldoon in a series of random pitches until you press the **OPTION** and **SELECT** keys simultaneously.
4. Plug a joystick controller firmly into jack 1 on the front of the computer console if you are playing solo. Plug a second joystick into jack 2 if two are playing. Hold the controller with the red button in the upper left corner, towards the TV screen.
5. To break out of a game, press the **OPTION** and **SELECT** keys simultaneously any time the **PLAYFIELD** screen is up. Do NOT press **SYSTEM RESET**.
6. If you choose to play a GAME, a new menu will come up when you press **START**:

OPTION	HOME	CURVES-LINERS
SELECT	VSTR	HEAT-SLUGGERS
START	PLAY BALL	

7. The HOME team uses the **OPTION** key to select its starting team and pitcher. The **LINERS** hit for average; the **SLUGGERS** hit for the fences.

8. The **VISITOR** team uses the **SELECT** key to select its starting team and pitcher.

9. Both teams can have the same combinations if you choose. When playing solo against the computer, the scoreboard and menus will read **COMP** in place of **HOME**.

10. When both teams have made their selections, press the **START** key to **PLAY BALL**!

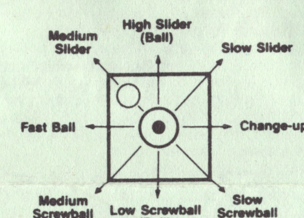
PLAY BALL!

As in real baseball, you goal in Star League Baseball is to outscore your opponent in 9 innings (extra innings if necessary). If you beat the computer team, consider yourself a Star Leaguer!

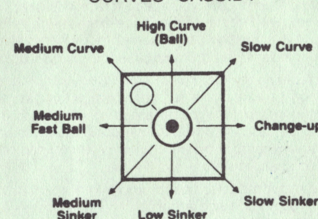
PITCHING & HOLDING RUNNERS

1. Each half inning begins with the pitcher starting in the **PITCHING MODE**. This mode allows you to pitch to the batter and is indicated when the pitcher bends over to look for a "sign" from the catcher.
2. To designate a pitch press and **HOLD** the red button on the controller. The pitcher will move to an upright pause position.
3. Move the joystick to pitch:

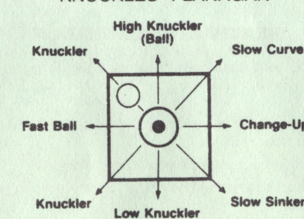
"HEAT" MULDOON



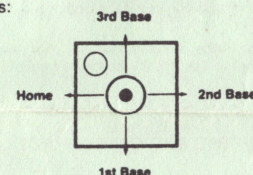
"CURVES" CASSIDY



"KNUCKLES" FLANAGAN



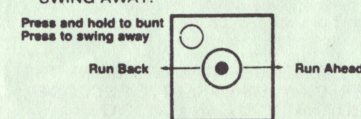
4. **RELEASE** the red button **BEFORE** moving the joystick. You can then throw to any base as follows:



5. Press the red button **TWICE** to return the ball to the pitcher from any player. The pitcher will change color to black, indicating ball possession. Press the red button **TWICE** again to go back into the **PITCHING MODE**. The pitcher will change color from black to yellow or blue and bend over to look for a "sign" from the catcher. **YOU MUST BE IN THE PITCHING MODE FOR A NEW BATTER TO COME UP AFTER A HIT OR AN OUT.**

BATTING

1. Press and **HOLD** the red button on the controller right **BEFORE** the pitch is thrown to **BUNT**. Release the red button **BEFORE** the ball reaches the plate to "take" the pitch — if you try to bunt and miss, it's a strike.
2. Press the red button **AFTER** the pitch is thrown to **SWING AWAY**.



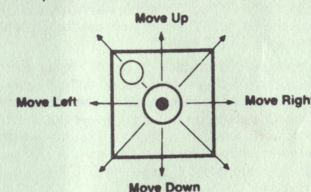
RUNNING

1. Once the ball is hit fair, the batter automatically runs to 1st base.
2. To move him **AHEAD**, push and hold the joystick to the **RIGHT**; to move him **BACK**, push and hold the joystick to the **LEFT**. To **STOP** the runner on or between bases, return the joystick to its neutral **CENTER** position (just release it).

3. If there are runners on base, you control the **LEAD** runner; the other runners will run automatically if forced. As soon as your **LEAD** runner scores or is put out, control **QUICKLY** shifts to the next **LEAD** runner. Don't daydream or your new **LEAD** runner may wander off base and be tagged out.

FIELDING

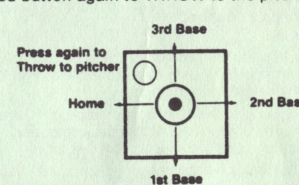
1. After the ball is hit **FOUL** or a **HOMERUN** is hit, the ball is returned to the catcher. You must throw it back to the pitcher (press red button **TWICE**) and go into the **PITCHING MODE** (press red button **TWICE** again) to continue pitching.
2. When the ball is hit **FAIR**, the player nearest the ball's **PATH** becomes eligible to field it.
3. Use the joystick to move your eligible fielder to the ball. He will change color to solid black when he is in possession.



4. A ball with a shadow is a **FLY** ball; a ball without a shadow is a **GROUNDER**. **FLY** balls can be **CAUGHT** for an out; **GROUNDERS** require you to take some action to force an out (throw to base, tag runner, etc.).
5. To catch a **FLY** ball, keep your eye on the ball's **SHADOW**. As the ball descends, position your outfielder so he'll collide with the ball's **SHADOW**. If you miss the ball, move your fielder to pick it up.

THROWING

1. Press and **RELEASE** the red button on the joystick controller to **DESIGNATE** a throw.
2. Move the joystick to **THROW** to a base; press the red button again to **THROW** to the pitcher.



The positions on the joystick are set up just like the based on the screen — throwing from base to base to base will soon be like second nature to you.

3. If a runner tries to steal **HOME**, you must **MOVE** your catcher to **TAG** the runner coming home. If you don't **MOVE** your catcher, the runner will run by you and score.

SCORING

1. **STRIKE** — pitch that crosses home plate between batter's shoulders and knees. Three strikes results in an out.
2. **BALL** — pitch that is high or low out of strike zone. Four balls results in a walk.
3. **OUT** — catching fly balls, striking out batters and forcing/tagging runners results in an out. There are three outs per half inning.
4. **BATTING ORDER** — visitors (**VSTR**) bat top of inning; home (**HOME**) or computer (**COMP**) bats bottom of inning.
5. **RUNS** — score runs by moving runners around the bases and home. Team ahead after 9 innings wins game. If score is tied after 9 innings, extra innings will be played until one team wins. **HOME** or **COMP** doesn't bat at the bottom of the 9th or extra innings if it is ahead.

SPECIAL FEATURES

1. Play solo against a hard-hitting computer team or a human opponent. The computer team is very consistent and rarely makes mental errors — you'll have to be at the top of your game to beat it.
2. Take batting practice against the legendary "Heat" Muldoon to fine-tune your swing.
3. Choose your starting team and pitcher. Mix up these combinations to take advantage of your strengths or your opponent's weaknesses. The differences between the teams and pitchers will have an effect on your **STRATEGY**.
4. As the game progresses, the starting pitchers "tire." They'll begin to lose their "stuff" and/or start missing the strike zone. Between the 7th and 8th innings there will be a 7th inning stretch, complete with music. A menu will come up for you to change pitchers:

OPTION	HOME	NO RELIEVER
SELECT	VSTR	KNUCKLES
START	PLAY BALL	

When both teams have made a decision to change pitchers or not (by pressing the **OPTION** and **SELECT** keys), press the **START** key to continue the game.

GREAT AMERICAN CROSS-COUNTRY ROAD RACE™

INSTRUCTIONS

SETTING UP YOUR CASSETTE

TO LOAD YOUR COMMODORE CASSETTE

- Press down the SHIFT key. Without releasing the SHIFT, press down the RUN/STOP key. Release the RUN/STOP key and then the SHIFT key.
- Your T.V. will read "Press play on tape." Please follow these instructions. Screen will respond with, "found roadrace." During the loading process the screen will go blank and the blue screen will appear followed by multi-colored horizontal lines. This is all part of the "Flashload" loading process and will take several minutes. When the title screen appears, please press the STOP on your cassette recorder.
- A Highway (demonstration) Screen will appear. To move to the Map Screen press f1 or press f3 for the Field/Route Select Screen.

THE TASK BEFORE YOU

- The first screen you'll work with is the Field/Route Select Screen. You will be asked to select a field of race results to compete against. A "field" refers to a line-up of ten drivers whose already-established times you will attempt to beat. There are eight fields to choose from (1-8) plus a field of computer scores marked "0" (zero) which appears when the disk is first booted. (See "Getting Under Way").
- You will then be asked to select one of four possible cross-country routes (races). Here are the choices:
 - Los Angeles to New York
 - Seattle to Miami
 - San Francisco to Washington
 - U. S. TourEach race is from the west coast to the east. The U.S. Tour also begins on the west coast but requires you to drive through every city on the map.
- After selecting a race, the Map Screen appears. Here you will select your next destination city, check road and weather conditions and set your time of departure.
- Once the race begins, watch out for police speed traps, poor road conditions, night driving, bad weather, collisions and gas levels. Also, don't forget to shift gears, or you'll blow your engine. (See "On the Road").
- When you arrive at a destination, a "welcome" is followed by the Map Screen. Then, it's time to select the next stop on your cross-country route. Previous stops will become red (Commodore) or blink (Atari) on the map. Continue in this manner until you reach your final destination, at which time you will receive your final results and field ranking.

GETTING UNDER WAY

The Cassette Field/Route Select Screen

Selecting a Field. The first note you will see asks if you wish to "Load opposing field from tape?" If you wish to compete against the field already displayed or you DO NOT have anything saved on your cassette you must press N (NO). If you press Y (YES) without having anything saved on the cassette, the screen will go blank and you will need to reboot the program. If you have saved a score, and wish to load opposing field from tape, press Y (YES). The screen will read, "Insert 'Top Ten' tape and press PLAY." After you have followed these instructions the screen will go blank and the Field/Route Select screen reappears.

Selecting a Route. The next note asks, "Do you want to race this route?" referring to the race displayed near the top of the screen. Remember, there are four races to choose from. If you wish to race along a route other than the one displayed, press N.

Commodore users will see Map Screen, Atari users will see the Highway Screen and must press START to move to the Map Screen.

The Disk Field/Route Select Screen

Selecting a field. The first note you will see asks if you wish to "Load opposing field from disk?" If you wish to compete against a field other than the one displayed, press Y. Then press a numbered key from 1-8 to select desired field. If you wish to compete against the field already displayed, press N. Fields 1 to 8 can be changed as you enter newer and better scores to their ranks. Field 0 (zero), however, is a fixed field of computer scores. So, as field 1 to 8 get filled with high-level scores, the average player can always compete in field 0 and still have a chance of placing in the top ten.

Selecting a Route. The next note asks, "Do you want to race this route?" referring to the race displayed near the top of the screen. Remember, there are four races to choose from. If you wish to race along a route other than the one displayed, press N.

Commodore users will see the Map Screen.

The Map Screen

Destination. The flashing circle marks your point of departure: the flashing arrow points to a possible next stop on your route. Use the joystick to move the arrow to another city, if you like. Only cities connected to your point of departure by a major highway are eligible choices.

Road Conditions. A bulletin moving across the top of the map describes the road conditions on the route you are considering. Poor conditions can slow you down.

Weather Conditions. Check the weather symbols on the map. Snowflakes indicate snow, rainclouds indicate rain.

Time of Departure. The clock to the lower left of the map displays the time you wish to begin the race. Plan carefully! Try to project all of your arrival times to avoid things like rush hours and night driving in hazardous areas.

Commodore users must press F5 to set the clock:

THE RACE IS ON!

Now that you've set the above parameters, you may begin the race. To do so, press the joystick button. Idle at the start for a moment to take a look at your instrument panel:

- The fuel gauge shows your gas level. You begin with a full tank.
- The timer at the center displays the amount of time you have to complete that leg of the race. If time runs out before you reach your destination, you'll be disqualified. Reach your destination with time to spare, and you'll have that much more time to finish the next leg of the race.
- The mileage indicator (odometer) below the timer displays the distance to your current destination. This counts down as you go.
- The radar detector will flash when a police speed trap lies ahead.
- The RPM "clock" (tachometer) works with the MPH "clock" (speedometer) to show you how fast you're going.
- E.T. represents your elapsed time so far. It appears on the instruments panel in the Commodore version.
- When you're ready to go, press the joystick button.

ON THE ROAD

Controls. Press the joystick button to accelerate. Pull back on the joystick to brake. Move the joystick left or right to steer.

Shifting Gears. The faster you drive, the faster your wheels revolve. RPM stands for revolutions per minute, and, as the RPM rises, your car's whine will raise in pitch, and it will be necessary to shift gears. When the engine whine gets really high-pitched and the hand on the tachometer (RPM clock) reached the nine o'clock position, you must shift gears! If you edge past the "nine o'clock spot" on the tachometer and fail to slow down and shift gears, you will blow the engine. Shift gears in the following manner:

- Release the joystick button. This puts in the clutch.
- Tap the joystick forward to shift to a higher gear.
- Press the joystick button to accelerate.

If you blow the engine you must push the car to the next gas station. Do so by pressing the joystick button. You can also shift too soon. This means you are in too high a gear for your speed and you will not be able to accelerate quickly. To downshift pull the joystick back. Remember whenever you are shifting (up or down) you must release the joystick button.

Gas is available every 100 miles. Upcoming pumps are announced on screen. To refuel, stop beside the gas pump. You'll hear the gas pumping as your gauge moves to the right. (NOTE: A gas pump will appear sooner than the 100 mile interval whenever a blown engine or empty gas tank forces you to push your car.)

Radar. The radar detector flashed to warn of an approaching speed trap. You'll soon see a police car. Pass politely, unless you think you can leave him in the dust. Can you?

Collisions throw you into a skid and put you into first gear. When the skid ends, accelerate, start shifting and get back into the race!

REACHING A DESTINATION

"WELCOME!" will flash over the skyline as you enter each city enroute to your ultimate goal. Then, the Map Screen appears.

- It will display your current elapsed time (E.T.) and average miles per hour (MPH).
- The flashing circle shows your current location.
- Your previous stops will be shown on the map in red (Commodore)
- The flashing arrow points to a city suggested as your next destination. You change this destination by moving the arrow with the joystick.
- Your current ranking among your chosen field of drivers is shown on the scrolling message above the map at the top of the screen.

Resuming the Race. Once you've set your next destination on the map, press the joystick button to begin that leg of the race.

THE END OF THE RACE

The race can end in one of three ways:

- Disqualification. This occurs as soon as you run out of time at any point in the race.
- Finish, but not in the top ten. You may finish the race but not rank high enough to be placed with the top ten contenders in your field. In that case, you will still be congratulated on the screen and your rank will be displayed above the top ten. You can see how close (or far) you were from a place on the board.
- Finish in the top ten. You've earned a place in the ranking, determined by the computer. Look for the cursor and type your name or nickname in the space provided.

SAVING YOUR SCORES

To your Cassette

The screen will prompt you to type your name and date. After you have followed these instructions, the screen will ask you if you want to save your score. Press Y for yes. At this point the screen will prompt you with "Insert 'Top 10' tape and press Rec/Play." You must use a blank tape to save your scores to. You will not be able to save to your road race tape. The screen will go blank while your score is being saved. Press STOP on your recorder and press any key to race again.

PLEASE REMEMBER TO WRITE DOWN THE NUMBER, ON YOUR CASSETTE RECORDER, SO THAT YOU CAN LOAD YOUR PARTICULAR SCORE AGAIN.

If you want to save several scores on your blank tape, you MUST leave at least 10 seconds of blank tape between each score.

MISCELLANEOUS CONTROL KEYS

Commodore

- To begin a new race at any time, press F3 (for the Field/Route Select Screen) or F1 (for the Map Screen).

- To freeze the action press the Commodore logo key. To resume the action, press the Commodore logo key again.
- When left unattended, the screen will eventually black out. To resume the action, press the joystick button.

The Great American Cross-Country Road Race was designed by Alex DeMeo. The Commodore version was designed by Alex DeMeo and Kevin Kalkut.

THE ACTIVISION® DECATHLON

BASICS

The Joystick controller plugs into the Left Controller Jack at the back of your game console.

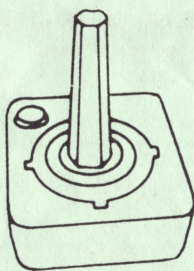
- Hold the Joystick with the red button in the upper left corner.
- Continually move the Joystick to the left and right to run.
- Press the red button to jump, throw or vault.

The **Difficulty** switch is not used.

The **Game Select** switch is pressed to choose the number of contestants.

The **Game Reset** switch is pressed to begin the games.

For one to four players



JOYSTICK CONTROLLER

SPECIAL FEATURES

Speed Gauge

Registers your relative running speed or approach speed throughout each event.

Real-Time Clock.

Counts the minutes, seconds and fractions of seconds on the screen during all races.

Distance Measure.

The distance of each Shot Put, Long Jump, Discus, and Javelin throw displays on the screen in meters.

Scratch Line.

Don't cross the scratch line before pressing the red button. "Scratching" disqualifies the attempt.

Current Contestant.

A small square enclosing the number 1,2,3 or 4 reminds all contestants which decathlete is currently competing.

Practice Heats.

Hold the game select switch down and the name of each event will appear on the screen. When the event you want to practice appears, release the game select switch and press the game reset switch.

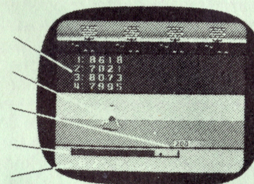
Total Scores

Decathlete

Distance Marker

Speed Gauge

Real-Time Clock



HOW TO PLAY

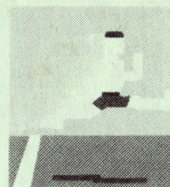
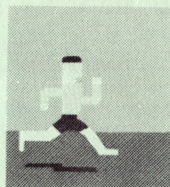
The Ten Events:

100-Meter Dash.

Just one opportunity to sprint from start to finish. Explode out of the starting blocks, then give it your all by moving the joystick as fast as you can for the entire dash.

Long Jump.

Each decathlete gets three jumps. Run, then press the red button **just before** you reach the scratch line to jump. Your longest jumpp earns the most points.

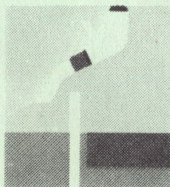


Shot Put.

All contestants "put" the shot three times. Move the Joystick as rapidly as you can to approach the scratch line, then press the red button.

High Jump.

You are allowed a maximum of three attempts at each height. Your turn ends when you miss the same height three times. Press the red button to jump. The higher you jump, the more points will be added to your total.

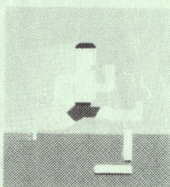
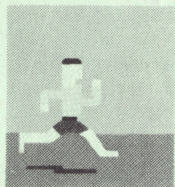


400-Meter Race.

Move the Joystick as fast as you can. The faster you complete the race, the more points you'll earn.

110-Meter Hurdles.

There are ten hurdles to jump over. Run, and jump the hurdles by pressing the red button. You won't be disqualified for "spilling" a hurdle, but it will slow you down. And that's important, because the faster you complete the race, the more points you are awarded.

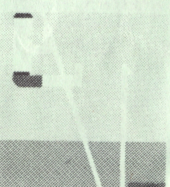
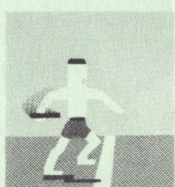


Discus Throw.

Move the Joystick as fast as possible. Then, right before the scratch line, press the red button to hurl the discus.

Pole Vault.

Vaulters may attempt each height a maximum of three times. Your turn ends when all three attempts at the same height fail. Run to the vault pit and plant your pole by pressing the red button. Continue to move the Joystick as you vault and just at the peak, press the red button again to release the pole.



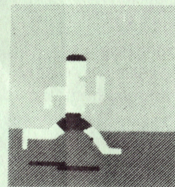
Javelin Throw.

Throw the javelin three times. Each time, run to the scratch line, then press the red button to throw.

1500-Meter Race.

Each decathlete gets one chance to score well in the final event. Maintain a steady pace for the first 1300 meters and then sprint to the finish.

Good luck!



SCORING

- Contestants earn points for each events. The screen displays the contestant's event score following the event, and then each contestant's total score is displayed. For the events that allow multiple attempts, only the highest event score is added to the total score.
- Total scores may be reviewed by pressing the red button **before** any event.
- You will be honored with a musical tribute each time you score 1000 points or more in any event.
- When the last contestant completes the last event, final scores for all contestants are displayed.

THE ACTIVISION DECATHLON CLUB

Bronze Medal

If your final score is from 8,600 to 8,999 points, then step up to the first award level and receive your Bronze Medal patch.



Silver Medal

Let all the contestants take special notice if you score from 9,000 to 9,999 points and climb to the special award level to receive your spirited Silver Medal patch.



Gold Medal

Come stand at the top award level, where only champions have stood, if your score 10,000 or more points—the gold is yours. Send a picture of your TV screen along with your name and address to your nearest Activision distributor (see list enclosed). We will then send you the appropriate Decathlon Medal patch.



TIPS FROM DAVID CRANE

David Crane is a multiple award-winning senior designer at Activions. He is the video game designer who gave you Pitfall!™, as well as Dragster®, Fishing Derby®, Laser Blast™, and now The Activision® Decathlon.

"Since each event includes some form of running, it is important that you don't have to move the joystick of the gauge throughout a race, or at that level when you jump or throw, then you'll score close to 1,000 points and will be on your way to winning the gold.

"Also, watch the speed gauge to measure your progress as you compete. If you can keep the red speed bar at 5% of the distance towards the right limit of the gauge throughout a race, or at that level when you jump or throw, then you'll score close to 1,000 points and will be on your way to winning the gold.

"But most important, enjoy yourself, and compete at your absolute best."

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